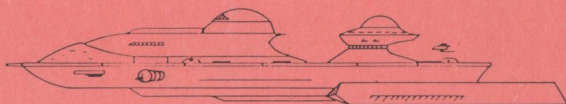


STAR FLEET I

The War Begins

Version 1.0 and 2.0

Quick Reference Card



INVINCIBLE CLASS HEAVY CRUISER

by

CYGNUS

STAR FLEET I

Quick Reference Card

COMMAND MENUS

F1 TAC	F2 LRS
F3 STA	F4 DAM
F5 NAV	F6 SHD
F7 TOR	F8 PHA
F9 CMP	F10 SecCmd

Primary Menu

F1 TRC	F2 TRN
F3 MIN	F4 SEC
F5 MAP	F6 DIS
F7	F8 SAV
F9 STO	F10 <i>Sound</i>

Secondary Menu

F1 PRO	F2 AAS
F3 TAR	F4 BAS
F5 HYP	F6 SLF
F7	F8
F9	F10

Computer Menu

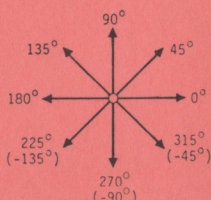
AVAILABLE COMMANDS

No ^①	Command	Abbrev.	Options	Cancel ^②
P1	Tactical Display	TAC	none	N/A
P2	Long Range Sensors	LRS	none	N/A
P3	Mission Status Report	STA	none	N/A
P4	Damage Control	DAM	Repair	"n" when asked to repair system <ENTER> "c" for option
P5	Navigation Control	NAV	none	
P6	Defensive Shields Control	SHD	L,B,M,T, <ENTER>	"c" for option
P7	Torpedo Control	TOR	A,M	"c" for option
P8	Phaser Control	PHA	A,M	"c" for option
S1	Tractor Beam Control	TRC	none	<ENTER> for sector
S2	Transporters Control	TRN	none	<ENTER> for sector
S3	Mine Control	MIN	L,R	"c" for option
S4	Security Control	SEC	S,M	"c" for option
S5	Region Map	MAP	none	N/A
S6	Display Reset	DIS	none	N/A
S8	Save Game	SAV	none	"n" to question
S9	Stop Option	STO ^③	none	"n" to question
S10	Sound Option	Snd	none	N/A
C1	Probes Launch Control	PRO	none	<ENTER> for course and power "n" to question illegal quadrant
C2	Auto Alert Switch	AAS	none	N/A
C3	Target Calculator	TAR	Nav	"n" to question
C4	Starbase Status Report	BAS	none	N/A
C5	Hyperspace Maneuver	HYP	none	"n" to question
C6	Self-Destruct Sequencer	SLF	none	"n" to question

Notes:

- ① — Command Number Indicates Function Key:
 P — Primary Menu
 S — Secondary Menu
 C — Computer Menu
- ② — Additional Methods in Officer's Manual
- ③ — May be Sndon or Sndoff during mission
- N/A — Not Available or Not Applicable

NAVIGATION HEADINGS



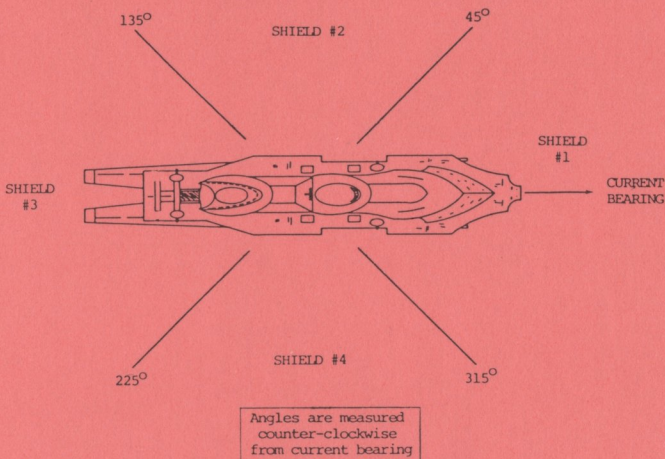
TACTICAL DISPLAY SYMBOLS

Symbol	Description
•	Empty sector
A-Y	First letter of starship name
*	Star system
k	Krellan destroyer
Z	Zaldron warship (when visible)
#	Starbase
+	Mine

SHIELD CONTROL OPTIONS

Option	Description
C	Cancel the Command
L	Lower all shields to zero
B	Battle Entry Configuration
M	Maximum Strength Configuration
T	Total power allocation, 1/4 to each
<ENTER>	Allocate power to each shield individually

DEFENSIVE SHIELDS LOCATION



LIST OF YOUR SHIP'S DECKS, PRIMARY FUNCTIONS, AND VULNERABLE SYSTEMS

DECK	PRIMARY FUNCTIONS	VULNERABLE SYS.
1	Upper Sensor Platform	SRS
2	Bridge	None
3	Main Sensor Platform, Senior Officers Quarters	LRS, SRS, PLS
4	Weapons Control, Sensors	Phasers, LRS
5	Weapons Control	Torpedo Control
6	Junior Officers Quarters, Galley	None
7	Crews Quarters, Life Support, Messrooms	PLS
8	Crews Quarters, Messrooms, Science Labs	None
9	Crews Quarters, Shuttle Bay, Torpedo Control	Torpedo Control
10	Navigation Computer, Mine Control, Shuttle Hangers	Nav. Computer, Mine Control
11	Shield Control, Repair Facilities, Main Computers	Shield Control
12	Tractor Beam, Life Support, Recreation Area	Tractor Beam, PLS
13	Life Support, Storage, Waste Recovery	PLS
14	Engineering, Batteries, Auxiliary Engines	Auxiliary Engines
15	Engineering, Transporters, Marine/Guest Quarters	Transporters, Auxiliary Engines
16	Engineering/Shield Generators, Storage, Food Preparation	Shield Control
17	Torpedo Room, Cargo Holds	Torpedo Control
18	Lower Sensor Platform, Engineering	SRS, PLS
19	Engineering/Main Engines	Main Engines
20	Engineering/Main Engines	Main Engines

Note:

LRS — Long Range Sensors
 PLS — Primary Life Support System
 SRS — Short Range Sensors

RANKS AND MISSION LEVELS

Rank	Mission Level
Cadet (Ensign)	1
Lieutenant JG	2
Lieutenant	3
Lt. Commander	4
Commander	5
Captain	6
Commodore	7
Rear Admiral	8
Vice Admiral	9
Admiral	10

LIST OF SHIP'S SYSTEMS

System	Status	E.R.T.
1. NAVIGATION COMPUTER	OPER	0.00
2. MAIN ENGINES	*INOP	2.62
3. AUXILIARY ENGINES	OPER	0.00
4. SHORT RANGE SENSORS	OPER	0.00
5. LONG RANGE SENSORS	OPER	0.00
6. SHIELDS CONTROL	OPER	0.00
7. TORPEDO CONTROL	OPER	0.00
8. PHASER CONTROL	*INOP	0.96
9. MINE CONTROL	OPER	0.00
10. TRACTOR BEAM	OPER	0.00
11. TRANSPORTERS	OPER	0.00
12. PRIMARY LIFE SUPPORT	OPER	0.00
13. BACKUP LIFE SUPPORT	OPER	0.00

The Estimated Repair Time (E.R.T.) is in days. Approximately 100 units of power for each day repair time will fix the damaged system.

SIGN-ON OPTIONS

Option	Purpose
C	Continue on to a new mission (exit options)
S	View your Service Record
P	Obtain your current standing towards promotion
F	List status of Star Fleet personnel
A	View another officer's Service Record
T	Play theme of universe creation
R	Resume a previously saved mission
M	Maintenance of data files
X	Exit back to operating system

DECORATIONS AWARD LEVELS

Level	Decoration	Mission Rating (%)			
		Rank:	3-4	5-6	7-8 9-10
I	1. Star Fleet Citation for Gallantry				
	2. Prentares Ribbon of Commendation	100	95	90	85
	3. Combat Action Ribbon				
II	1. Silver Palm				
	(4. with Oak Leaf Cluster)	105	100	95	90
	2. Alliance Defense Service Medal				
III	1. Valcun Medal of Valour				
	2. Karagite Order of Heroism	110	105	100	95
	3. Cross of Gallantry with Palm				
IV	1. Iron Cross				
	(4. with Shield)	115	110	105	100
	2. Medal of Honor				
V	1. Knight's Cross of the Iron Cross				
	(4. with Swords)	120	115	110	105
	2. Cross of Gallantry with Gold Star				
VI	1. Hero of the Alliance Gold Star				
	(2. with Meteors)	125 +	120 +	115 +	110 +
	(3. with Meteors and Diamonds)				

Awards are not presented for level one or two games.